

AMENDMENT OF CLAIMS

Amend the claims as follows:

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127. (Currently amended) A method for transmitting venue-based in-play camera views for display at authorized hand held device, said method comprising the steps of:

transmitting in-play camera views from at least one in-play camera located at an in-play camera location within an entertainment venue over a cellular telecommunications network for viewing by handheld devices including video- and data-enabled cellular telephones and PDA capabilities and authorized to receive and process said in-play camera view;

processing said in-play camera view for display on displays associated with said hand held devices ~~authorized to receive and process said in-play camera view~~; and

enabling display of said in-play camera view on said displays.

128. (Previously presented) The method of claim 127 further comprising the step of recording a particular in-play camera view transmitted from said at least one in-play camera in response to user input at a hand held device.

129.(Previously presented) The method of claim 127 further comprising the step of storing a particular in-play camera view transmitted from said at least one in-play camera in response to user input at a hand held device.

130.(Previously presented) The method of claim 128 wherein the step of recording a particular in-play camera view transmitted from said at least one in-play camera further comprises the step of storing said particular in-play camera view within a memory in said hand held device.

131.(Previously presented) The method of claim 128 wherein said particular in-play camera view comprises an instant replay.

132.(Previously presented) The method of claim 127 wherein said in-play camera location comprises a placement within at least one of : a race car competing within a racing venue, a helmet in a sport stadium.

133.(Previously amended) The method of claim 127 wherein said venue comprises at least one of: a racetrack, sports stadium, amusement park, casino, concert venue.

134.(Currently amended) A method of providing video entertainment comprising the steps of:

capturing at least one in-play camera view from at least one in-play camera located within a race car competing within a car racing venue for viewing by at least one handheld device including video- and data-enabled cellular telephones and PDA capabilities physically located within the racing venue and authorized to receive and process said in-play camera view;

processing said at least one in-play camera view for display on a display associated with a hand held device including video- and data-enabled cellular telephones and PDA capabilities authorized to receive and process said at least one in-play camera view and physically located within said racing venue;

transmitting said at least one in-play camera view to at least one handheld device including video- and data-enabled cellular telephones and PDA capabilities, physically located

within the racing venue and authorized to receive and process said at least one in-play camera view; and

displaying said at least one in-play camera view on a display associated with at least one hand held device including video- and data-enabled cellular telephones and PDA capabilities, physically located within said racing venue and authorized to receive, process and display at least one in-play camera view.

135.(Previously presented) The method of claim 134 further comprising the step of recording a particular in-play camera view captured by said at least one in-play camera within a hand held device physically located within said racing venue and authorized to receive, process and display in-play camera views captured at the racing venue, in response to a user input at said hand held device.

136.(Previously presented) The method of claim 134 further comprising the step of storing a particular in-play camera view captured by said at least one in-play camera by a hand held device physically located within said racing venue and authorized to receive, process and display in-play camera views captured at the racing venue, in response to a user input at said hand held device.

137.(Previously presented) The method of claim 136 wherein the step of storing a particular in-play camera view transmitted from said at least one in-play camera further comprises the step of storing said particular in-play camera view within a memory in said hand held device.

138.(Currently amended) A method for transmitting venue-based in-play camera views for display at a hand held device authorized to receive venue-based in-play camera views, said method comprising the steps of:

transmitting in-play camera views captured from at least one in-play camera located at an in-play camera location within an entertainment venue to enterprise equipment located at the entertainment venue;

processing said in-play camera views at said enterprise equipment for secure transmission to at least one hand held device including video- and data-enabled cellular telephones and PDA capabilities, 802.11 wireless capabilities and authorized with at least one security code to receive and display video on a display screen associated with said at least one hand held device; and

securely transmitting processed in-play camera views over 802.11 radio frequency transmissions to at least one hand held device ~~authorized with at least one security code to receive and display video on a display screen associated with said at least one hand held device.~~

139.(Currently amended) The method of claim 138 further comprising the steps of:

receiving processed in-play camera views at a hand held device ~~authorized with at least one security code to receive and display video on a display screen associated with said hand held device;~~

processing said in-play camera views for viewing on a display associated with said hand held device; and

displaying said processed in-play camera views on the display screen associated with said hand held device.

140.(Previously presented) The method of claim 139 further comprising the step of recording a particular in-play camera received by said hand held device in response to a user input at said hand held device.

141.(Previously presented) The method of claim 139 further comprising the step of storing a particular in-play camera received by said hand held device in response to a user input at said hand held device.

142.(Previously presented) The method of claim 141 further comprising the step of storing said particular in-play camera view within a memory in said hand held device.

143.(Previously presented) The method of claim 138 wherein said in-play camera location comprises a placement within at least one of: a race car competing within a racing venue, a helmet within a sports stadium.

144.(Previously amended) The method of claim 138 wherein said venue comprises at least one of: a racetrack, sports stadium, amusement park, casino, concert venue.

145.(Currently amended) A method for receiving venue-based in-play camera views by a hand held device including video- and data-enabled cellular telephones and PDA capabilities, 802.11 wireless capabilities and authorized by at least one security code to receive in-play camera views and adapted to display in-play camera views, said method comprising the steps of:

receiving in-play camera views provided from at least one in-play camera at a hand held device including video- and data-enabled cellular telephones and PDA capabilities, 802.11 wireless capabilities and authorized by at least one security code to receive said in-play camera views;

processing said in-play camera views for viewing on a display associated with said hand held device ~~authorized by at least one security code to receive said in-play camera views~~; and

displaying said processed in-play camera view on a display screen associated with said hand held device, thereby enabling hand held device users to view said in-play camera views through said hand held device authorized by at least one security code to receive said in-play camera views.

146.(Previously presented) The method of claim 145 further comprising the step of recording a particular in-play camera received by said hand held device in response to a user input at said hand held device.

147.(Previously presented) The method of claim 145 further comprising the step of storing a particular in-play camera received by said hand held device in response to a user input at said hand held device.

148.(Previously presented) The method of claim 147 further comprising the step of storing said particular in-play camera view within storage media in said hand held device.

149.(Previously presented) The method of claim 145 wherein said in-play camera location comprises a placement within at least one of: race car competing within a racing venue and a helmet in a sports stadium.

150.(Previously amended) The method of claim 145 wherein said venue comprises at least one of: a racing venue, a racetrack, a sports stadium, an amusement park, a casino, and a concert venue.

151.(Currently amended) A system for securely transmitting venue-based in-play camera views to wireless hand held devices including video- and data-enabled cellular telephones and PDA capabilities, 802.11 wireless capabilities and authorized to receive and process said venue-based in-play camera views, said system comprising:

transmitter adapted to securely transmit at least one in-play camera view from at least one in-play camera located at an in-play location within a live entertainment venue to wireless hand held devices including video- and data-enabled cellular telephones and PDA capabilities, 802.11 wireless capabilities and authorized to receive and process venue-based in-play camera views; and

processor for processing said in-play camera view for secure transmission by said transmitter to wireless hand held devices ~~authorized to receive, process and display venue-based in-play camera views on a display associated with said wireless hand held devices.~~

152.(Currently amended) The system of claim 151 further comprising said wireless hand held devices located within said entertainment venue and adapted to securely receive at least one in-play camera view transmitted by said transmitter and to process said at least one in-play camera view for display on at least one display associated with said wireless hand held devices.

153.(Previously presented) The system of claim 152, said wireless hand held devices further comprising a recorder for recording a particular in-play camera view transmitted by said transmitter and received by said wireless hand held devices in response to a user input at said wireless hand held devices.

154.(Previously presented) The system of claim 152, said wireless hand held devices further comprising storage media for storing a particular in-play camera view transmitted by said transmitter and received by said wireless hand held devices in response to a user input at said wireless hand held devices.

155.(Previously presented) The system of claim 154 wherein said storage media further comprises a memory location.

156.(Previously amended) The system of claim 151, further comprising at least one in-play camera located within at least one of: a race car competing within a racing venue, and a helmet in a sports stadium.

157.(Previously amended) The system of claim 151 wherein said live entertainment venue further comprises at least one of: a racetrack, a sports stadium, an amusement park, a casino, and a concert venue.

158.(Previously amended) The system of claim 175, said at least one hand held device further comprising a recorder for recording a particular in-play camera view transmitted from said at least one in-play camera, in response to a user input.

159.(Previously amended) The system of claim 175, said at least one hand held device further comprising a storage mechanism for storing a particular in-play camera view transmitted from said at least one in-play camera, in response to a user input.

160.(Previously presented) The system of claim 159 wherein said storage mechanism comprises a memory location.

161.(Previously presented) The system of claim 160 wherein said memory location further comprises storage media.

162.(Previously amended) The system of claim 175, wherein said in-play camera location comprises a placement within at least one of: a race car competing within a racetrack, and a helmet in a sports venue.

163.(Currently amended) The system of claim 175, wherein said live entertainment venue further comprises at least one of: a racetrack, a sports stadium, an amusement park, a casino, and a concert venue.

164.(Currently amended) A system for securely transmitting entertainment venue-based in-play camera views for display at wireless hand held devices including video- and data-enabled cellular telephones and PDA capabilities, 802.11 wireless capabilities and authorized to receive, process and display the entertainment venue-based in-play camera views, said system comprising enterprise equipment including a processor and 802.11 radio frequency transmitter, said enterprise equipment adapted to securely transmit entertainment venue-based in-play camera views captured by at least one in-play camera located at the entertainment venue to wireless hand held devices including video- and data-enabled cellular telephones and PDA capabilities, 802.11 wireless capabilities and authorized to receive, process and display said entertainment venue-based in-play camera views.

165.(Currently amended) The system of claim 164 further comprising at least one wireless hand held device including video- and data-enabled cellular telephones and PDA capabilities, 802.11 wireless capabilities and authorized to receive, process and display the entertainment venue-based in-play camera views and located in said entertainment venue, said at least one hand held device including:

a display for displaying said processed in-play camera views;

an 802.11 radio frequency receiver for securely receiving processed in-play camera views;

a cellular data communications transmitter/receiver for accessing remote venue entertainment data from remote servers; and

a processor for processing said in-play camera views and remote venue entertainment data for display on a display included with said at least one hand held device.

166.(Previously presented) The system of claim 165, said at least one wireless hand held device further comprising a storage mechanism for storing a particular in-play camera view transmitted from said at least one in-play camera in response to a user input.

167.(Previously presented) The system of claim 166 wherein said storage mechanism further comprises a memory location.

168.(Previously presented) The system of claim 167 wherein said memory location comprises removable storage media.

169.(Previously amended) The system of claim 164 wherein said enterprise equipment is located in at least one of: a racetrack, a sports stadium, an amusement park, a casino, and a concert venue.

170.(Currently amended) A system for receiving entertainment venue-based in-play camera views for display at wireless hand held devices including video- and data-enabled cellular telephones and PDA capabilities, 802.11 wireless capabilities and authorized to receive, process and display the entertainment venue-based in-play camera views, said system comprising:

an 802.11 wireless receiver in a wireless hand held device including video- and data-enabled cellular telephones and PDA capabilities, 802.11 wireless capabilities and authorized to receive, process and display the entertainment venue-based in-play camera views, said receiver adapted for securely receiving in-play camera views provided through a server and an 802.11 radio frequency transmitter from at least one in-play camera located at an entertainment venue;

a processor in said wireless hand held device authorized to receive, process and display the entertainment venue-based in-play camera views, said processor adapted for processing said in-play camera views securely received by said receiver with an authorization code for secure viewing of said in-play camera views on a display associated with said hand held device ~~authorized to receive, process and display the entertainment venue-based in-play camera views;~~ and

display in said wireless hand held device ~~authorized to receive, process and display the entertainment venue-based in-play camera views,~~ said display adapted for displaying said in-play camera views processed by said processor.

171.(Currently amended) The system of claim 170 further comprising a recorder adapted to record a particular in-play camera view received by said wireless hand held device ~~authorized to receive, process and display the entertainment venue-based in-play camera views~~ in response to a user input.

172.(Currently amended) The system of claim 170 further comprising a storage mechanism adapted to store a particular in-play camera view received by said wireless hand held device ~~authorized to receive, process and display the entertainment venue-based in-play camera views~~ in response to a user input.

173.(Previously presented) The system of claim 172 wherein said storage mechanism comprises a memory location.

174.(Previously presented) The system of claim 173 wherein said memory location comprises storage media.

175.(Currently amended) A live video entertainment system for securely transmitting entertainment venue-based in-play camera views to hand held devices including video- and data-enabled cellular telephones and PDA capabilities, 802.11 wireless capabilities and authorized by a security code to receive and process said venue-based in-play camera views for display at the hand held devices, said system comprising:

at least one in-play camera for capturing at least one in-play camera view from at least one in-play camera;

a processing means for processing said at least one in-play camera view for secure transmission to at least one wireless hand held device for display on said at least one hand held device;

an 802.11 wireless transmitter ~~transmission means~~ for securely transmitting said at least one in-play camera view to at least one wireless hand held device; and

at least one wireless hand held device including video- and data-enabled cellular telephones and PDA capabilities, 802.11 wireless capabilities and authorized by at least one security code to receive and display said at least one in-play camera view.